

**Team:**

**WhatsInAName**

**Team Members:**

Ch Prabhu Tej Pulagam (CMPE 202-03)  
Sandeep Kumar Chawan S (CMPE 202-03)  
Shaurya Mittal (CMPE 202-03)  
Aishwarya Rao (CMPE 202-04)  
Yashasvi Komma (CMPE 202-04)

**GitHub ID's:**

prabhutejpullagam  
sandeepchawan  
shauryam  
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YashasviKomma

**Team Github Repository:**

<https://github.com/sandeepchawan/CMPE202-GroupProject>

**Task Board:**

<https://waffle.io/sandeepchawan/CMPE202-GroupProject>

**Kanban CFD google sheet:**

<https://drive.google.com/open?id=1KCacYOj9OA572VySSFkWgBudzXlwV37DEKiF4vfQIx4>

## Journal Entries:

**Ch Prabhu Tej Pulagam**

XP value: *Respect*

Firstly, I have prepared a schedule by taking into considerations of everyone's calendar which made it possible for us to meet three times in this week.

Our agenda for this meeting was to come up with one/two ideas and discuss them thoroughly so that we could freeze the topic and get into the designing part.

Each of us came up with a unique topic namely Public Key Encryption, Error Detection, Text Compression, Divide and Conquer strategy.

A fair chance was given to everyone and they demonstrated their ideas on the white board clearly.

Then we discussed about the feasibility of each idea and how it can be converted into a game by using greenfoot api's.

Several pros and cons of each topic were discussed such as the availability of resources in greenfoot, how easily can we demonstrate the idea through our game, etc.

Everyone of us finally voted for the best idea and we chose the topic Text Compression for our team project. We discussed several design aspects as to how the game can be developed in a much more interactive and easy way so that a non-CS background can understand easily.

We haven't reached consensus on the design aspect of this game and we decided that we are going to discuss after a good amount of brainstorming in the coming team meeting.

## **Sandeep Kumar Chawan S**

XP value: *Simplicity*

After several brainstorming sessions, we, as a team, were finally able to converge on the topic- text compression.

The rationale behind these sessions was to connect the non-CS background audience with our technology in the simplest of the possible ways. While there were many proposals for different technologies, I helped by emphasizing on keeping the explanation of the idea, design, and algorithm, simple.

I lay emphasis on using the whiteboard for discussions. This simplified communication and resulted in better understanding of the topic among the team members. We have tried to breakdown the ideas into the most basic, simplest of the forms focusing on each and every aspect by trying to understand it in layman's terms. This has helped us tremendously in understanding the user requirements better.

Although the discussion for designing and implementing the game are in the naïve stages, everybody was on the same page- keep everything simple.

## Shaurya Mittal

XP value: *Courage*

As discussed in the previous week's Courage XP value journal, courage not only refers to admit a mistake but also to make other members of team aware of mistakes without hesitation. This was the most important week to show (if applicable) such kind of courage as all the ideas were going to be discussed. All the team members were asked to bring ideas about the activity they thought were best. All of us did a pretty good research but one of us got the idea of activities wrong. Although the idea was good but, according to other members did not fit in with the given context of activities.

In the team meeting, that was held on Thursday, each member tried to demonstrate the various activities of CS Unplugged on a white board. Activities were very interesting and the reason behind doing this was to know how convincing the activities were to explain a computer science concept. It was difficult for us to tell each other if the demonstration was not up to the mark or wasn't able to educate us about the concept. But this is what being courageous is while being in a software development team. We were forced to chuck out some of the options right away because of poor presentation of activity or lack of research done over it. It was important to do for narrowing our options.

After couple of hours of discussion, text compression was chosen over the other computer science concept that we would be building upon in coming weeks. This week everyone turned out to be courageous enough to tell whose ideas were worth considering and which ideas were not too convincing. We will make sure that we put such courageous efforts each week while maintaining harmony in the team.

## **Aishwarya Rao**

XP value: *Feedback*

Depending on last week's feedback, few modifications were made to the plan. Before the meeting was scheduled, the team discussed about the work that should be done this week. Few commits were made on github and people posted their ideas for the project. Before the meeting, every member was asked to do some research on their topic of interest for the project. Since each member had a different idea, everyone had to present their ideas and explain it to the other team members. The team short-listed text compression and public-key encryption as the project topics.

Later, there was a discussion based on game design and few members came up with good ideas. All the pros and cons were discussed about each topic and idea. Since no one had any game idea about public key encryption, it was eliminated. The pros and cons of each idea and their complexity was discussed about. Each team member had a chance to express their views and putting together all the thoughts and ideas, few combined game designs were made up. After the meeting, the team members did some research on text compression and came out with few proper ideas. But the ideas are still being discussed about and any decision has not been made yet but the activity the team is going to work on, has been decided to be text compression.

Although the work that was expected to be done was completed, it would have been efficient if all the team members put in equal effort. Depending on only few active members and going along with their ideas would help sometimes but it would be more efficient if each member works equally and puts in equal effort into the project work.

## **Yashasvi Komma**

XP value: *Communication*

We planned our meeting and discussed about all the topics and as a team finalized the project "Text Compression". We decided to take up this project because of many interesting factors. Today, every house has a computer and many computer users are familiar with compressed formats such as zip, gzip, gif images and so forth. These are based on a method called Ziv-Lempel coding, which is an interesting method to find patterns in text. We then discussed the importance of compression in today's competitive world in how it reduces resources required to store and transmit data. Data compression schemes involves many factors such as degree of compression, amount of distortion introduced and the computation resources requires to compress and decompress the data. There are many other interesting factors which inspired us in taking up this project. In our project, we are actually planning to design a game where in each user will be given a sentence and then he/she should perform tasks on it with a moto to reduce the sentence to minimum length possible. Here they are open to any number of modifications such as replacing the mostly repeated word with a number and any other methods as such. In this project, the ultimate goal of every user is to derive a sentence of minimum length possible from the given one using compression techniques. We have discussed few ideas on which game can be implemented like each of us gave few ideas and discussed about the winning strategies and thought like we will decide on one game very soon. We are planning to make this project interesting and useful to the society out there and thus we are still working on it to make it better to the maximum extent possible.